Steve Corino Move Name/SituationDamage:Button Combo:Finisher: Tie-up MoveOld School Plex(5)left **or** right, punch**Trademark:** Ready MoveSuperkick(7)up, down, kickReady MovesSpinal Tap(7)left, right, kickDDT(6)up, down, punchSpinning Neck Breaker(6)left, right, punchFireman's Carry(4)left, down, kickBehind MovesCorino Driver(7)left, right, kickFull Nelson Slam(7)left **or** right, tie-upSleeper(5)left **or** right, punchAbstretch(4)left **or** right, kickCorner MovesCharging Clothesline(4)kickGround MovesWhile Running; Quick Leg Drop(7)kickFrom Head; Blatant Choke(6)up, down, punchRunning Player MovesFlying Back Elbow(7)tie-upRunning Opponent MovesPowerslam(9)tie-upHigh Leg Clothesline(6)kickTurnbuckle MovesOpponent on Ground; Tennessee Jam(8)tie-up **+** blockOpponent Standing; Body Press(7)kick **+** blockOpponent on Ground; Fistdrop(6)punch **+** tie-upTie-up MovesHanging Vertical Suplex(8)up, down, punchBulldog(6)left **or** right, tie-up**Pose:**Not in the Face **N/A**kick **+** tie-up**Dizzy Kick**Dropkick**Dizzy Punch(4)**kick Big Windup**(4)**punch